

PRONOUNCEMENT

I would like to certify that this thesis entitled **"Improving Students' Vocabulary Mastery Using *What's Missing* Game (A Classroom Action Research at the First Grade of SMP Negeri 3 Sidoharjo in Academic Year 2016/2017)"** is not a product of plagiarism or is made by others. Anything related in others' work is written on quotation, the source of which is listed on the bibliography.

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Surakarta, October 2017



Devi Ismira Yuliandari

IMPROVING STUDENTS' VOCABULARY MASTERY USING *WHAT'S MISSING* GAME

**(A Classroom Action Research at the First Grade of SMP Negeri 3 Sidoharjo
in Academic Year 2016/2017)**



A THESIS

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K2213017

**Submitted to Teacher Training and Education Faculty of Sebelas Maret
University as a Partial Fulfillment of the Requirements for Obtaining the
Undergraduate Degree of Education**

**ENGLISH EDUCATION DEPARTMENT
TEACHER TRAINING AND EDUCATION FACULTY
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SURAKARTA**

2017

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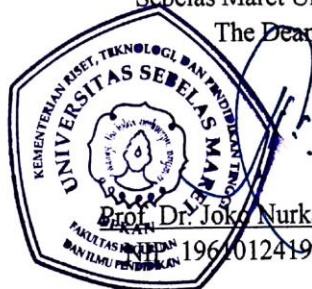
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ABSTRACT

Devi Ismira Yuliandari. K2213017. **IMPROVING STUDENTS' VOCABULARY MASTERY USING *WHAT'S MISSING GAME* (A Classroom Action Research at the First Grade of SMP Negeri 3 Sidoharjo in Academic Year 2016/2017)**. Thesis, Surakarta: Teacher Training and Education Faculty, Sebelas Maret University, 2017.

This research aims to: (1) investigate the conditions which should be met in order that WMG can be implemented effectively in improving students' vocabulary mastery and (2) identify to what extent WMG can improve students' vocabulary mastery and give positive classroom situation in class VII C of SMP Negeri 3 Sidoharjo in academic year 2016/2017.

This research is a Classroom Action Research (CAR). It was carried out at SMP Negeri 3 Sidoharjo in class VII C in academic year 2016/2017. It was conducted in two cycles, from April 10th 2017 until May 15th 2017. Each cycle consisted of: planning, acting, observing, and reflecting. The data of research were collected through observation, interview, questionnaire, and test.

The result of this research shows that: (1) there are some conditions which should be met in order to implement WMG effectively in improving students' vocabulary mastery in class VII C of SMP Negeri 3 Sidoharjo: (a) the game rules and procedure should be explained clearly, (b) there should be a reward for the game winner, (c) students should be given a pre-activity game which covers aspects of vocabulary, (d) in playing this game, students work in group, so the group members should be heterogeneous, and (e) the time allocation for the game should be understood; (2) by implementing WMG under the conditions, the students' vocabulary mastery got improved. The students' mean score in the pre-test was 43.65, and then it improved to 57.04 in the post-test 1 and 72.35 in the post-test 2. It also gave positive classroom situation. It could be seen from the fact that: (a) students were motivated in English learning, (b) students paid full attention to teacher's lecture and instruction, and (c) students focused on the lesson and participated actively in teaching learning process.

Keywords: *Vocabulary Mastery, What's Missing Game (WMG)*

ABSTRAK

Devi Ismira Yuliandari. K2213017. **IMPROVING STUDENTS' VOCABULARY MASTERY USING *WHAT'S MISSING GAME* (A Classroom Action Research at the First Grade of SMP Negeri 3 Sidoharjo in Academic Year 2016/2017)**. Skripsi, Surakarta: Fakultas Keguruan dan Ilmu Pendidikan, Universitas Sebelas Maret, 2017.

Penelitian ini bertujuan untuk: (1) meneliti kondisi-kondisi yang harus dipenuhi untuk dapat mengimplementasikan WMG secara efektif dalam meningkatkan penguasaan kosakata siswa dan (2) mengidentifikasi sejauh mana WMG dapat meningkatkan penguasaan kosakata siswa dan memberikan situasi kelas yang positif di kelas VII C di SMP Negeri 3 Sidoharjo pada tahun pelajaran 2016/2017.

Penelitian ini adalah Penelitian Tindakan Kelas (PTK). Penelitian ini dilakukan di SMP Negeri 3 Sidoharjo di kelas VII C pada tahun pelajaran 2016/2017. Penelitian ini dilaksanakan dalam 2 siklus, dari tanggal 10 April 2017 sampai 15 Mei 2017. Masing-masing siklus terdiri dari: perencanaan, tindakan, observasi, dan refleksi. Data penelitian dikumpulkan melalui observasi, wawancara, kuesioner, dan tes.

Hasil penelitian ini menunjukkan bahwa: (1) ada beberapa kondisi yang harus dipenuhi untuk mengimplementasikan WMG secara efektif di kelas VII C di SMP Negeri 3 Sidoharjo: (a) peraturan dan prosedur permainan harus dijelaskan secara jelas, (b) harus adanya penghargaan bagi pemenang permainan, (c) siswa harus diberikan aktivitas sebelum permainan yang berkaitan dengan aspek-aspek kosakata, (d) dalam permainan ini, siswa bekerja dalam kelompok, sehingga anggota kelompok harus bervariasi, (e) alokasi waktu untuk permainan harus diperhatikan; (2) dengan mengimplementasikan WMG pada kondisi tersebut, penguasaan kosakata siswa meningkat. Nilai rata-rata siswa saat pre-test adalah 43.65, dan meningkat menjadi 57.04 pada post-test 1 dan 72.35 pada post-test 2. Implementasi WMG juga memberikan situasi kelas yang positif. Hal itu dilihat dari fakta bahwa: (a) siswa termotivasi dalam pembelajaran bahasa Inggris, (b) siswa memperhatikan penjelasan dan instruksi guru, dan (c) siswa fokus pada pelajaran dan berpartisipasi aktif dalam proses belajar mengajar.

Kata kunci: Penguasaan Kosakata, What's Missing Game (WMG)

MOTTO

“Sesungguhnya Allah tidak merubah keadaan suatu kaum sehingga mereka mengubah keadaan yang ada pada diri mereka sendiri”

(QS. Al-Ra’d, ayat 11)

*Kerjakan apa yang kamu do’akan
Do’akan apa yang kamu kerjakan*

(Anonim)

DEDICATION

*This thesis is
especially dedicated to my beloved
mom and dad, my best support-system in my life, who never
stop loving and supporting me through their prayers,
who always encourage me to go on every
adventure along my life, thank
you for your
love*

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Hopefully, this thesis will be useful for the readers. Any criticism and advices are highly appreciated for the better research in the future.

Surakarta, October 2017

Devi Ismira Yuliandari

TABLE OF CONTENTS

PRONOUNCEMENT	i
TITLE.....	ii
APPROVAL OF CONSULTANTS.....	iii
APPROVAL OF THE BOARD OF EXAMINERS	iv
ABSTRACT.....	v
ABSTRAK	vi
MOTTO	vii
DEDICATION	viii
ACKNOWLEDGEMENT	ix
TABLE OF CONTENTS.....	xi
LIST OF TABLES	xiii
LIST OF FIGURES	xiv
LIST OF CHARTS	xv
LIST OF APPENDICES	xvi
CHAPTER I INTRODUCTION	
A. Background of the Study	1
B. Problem Statements	4
C. Objectives of the Study	4
D. Significance of the Study	5
CHAPTER II THEORETICAL REVIEW	
A. Review of Vocabulary	
1. The Nature of Vocabulary	6
2. Vocabulary Mastery	6
3. Aspects of Vocabulary	7
4. Kinds of Vocabulary	9
5. Teaching Vocabulary	10
B. Review of Game	
1. The Nature of Game	11
2. Types of Game	12
3. The Benefits of Using Game in Language Classroom	13

4. What's Missing Game	14
C. Review of Related Study	16
D. Rationale	17
CHAPTER III RESEARCH METHODOLOGY	
A. Context of Research	
1. Setting of the Research	20
2. Time of the Research	20
3. Subject of the Research	21
B. Method of the Research	
1. Definition of Action Research	21
2. Principles of Classroom Action Research	22
3. Advantages of Action Research	22
4. Characteristics of Classroom Action Research	23
5. The Model of Classroom Action Research	23
C. Techniques of Collecting Data.....	25
D. Techniques of Analyzing Data	
1. Qualitative Data Analysis	26
2. Quantitative Data Analysis	27
CHAPTER IV RESEARCH FINDINGS AND DISCUSSION	
A. Research Findings	
1. The Situation before the Research	29
2. The Implementation of the Research	34
B. Discussion	63
CHAPTER V CONCLUSION, IMPLICATION, AND SUGGESTION	
A. Conclusion	66
B. Implication	67
C. Suggestion	68
BIBLIOGRAPHY	69
APPENDICES	72

LIST OF TABLES

Table 2.1 Aspects of Vocabulary	9
Table 3.1 Research Schedule	20
Table 4.1 Details of Students' Mean Score of Aspects of Vocabulary.....	32
Table 4.2 Students' Vocabulary Mastery before the Research	33
Table 4.3 Classroom Situation before the Research	33
Table 4.4 Research Process.....	34
Table 4.5 Improvement of Students' Vocabulary Mastery	45
Table 4.6 Mean Score of Pre-test and Post-test 1	46
Table 4.7 Improvement of Classroom situation.....	47
Table 4.8 Reflection and Plan for Cycle 2	49
Table 4.9 Students' Vocabulary Mastery after the Research.....	60
Table 4.10 Classroom Situation after the Research	62

LIST OF FIGURES

Figure 3.1 The Model of Action Research.....	24
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LIST OF CHARTS

Chart 4.1 Improvement of Students' Vocabulary Mastery of Each Aspect.....	61
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LIST OF APPENDICES

Appendix 1. Permission Letter.....	72
Appendix 2. List of Students' Name.....	76
Appendix 3. Pre-research Observation and Analysis (Field Note).....	77
Appendix 4. Pre-Research Questionnaire	80
Appendix 5. Sample of Pre-Research Questionnaire	82
Appendix 6. Pre-Research Questionnaire Result	88
Appendix 7. Teacher's Pre-Research Interview Script.....	90
Appendix 8. Students' Pre-Research Interview Script.....	92
Appendix 9. Pre-test.....	95
Appendix 10. Sample of Students' Pre-test	98
Appendix 11. Pre-test Score.....	104
Appendix 12. Lesson Plan of Cycle 1	105
Appendix 13. Post-test 1	122
Appendix 14. Sample of Students' Post-test 1.....	125
Appendix 15. Post-test 1 Score	134
Appendix 16. Field Notes of Cycle 1	135
Appendix 17. Lesson Plan of Cycle 2.....	140
Appendix 18. Post-test 2	155
Appendix 19. Sample of Students' Post-test 2.....	158
Appendix 20. Post-test 2 score.....	167
Appendix 21. Field Notes of Cycle 2.....	168
Appendix 22. Students' After Research Interview Script	173
Appendix 23. Documentation	176